

What is claimed is:

1. A gaming system for providing a game to a plurality of players, the gaming system comprising:
 - 5 a plurality of terminals operable by the respective plurality of the players; and
 - a gaming server communicating with the plurality of the terminals, wherein the gaming server comprises a controller executing a computer program and controlling the plurality of the terminals, and
 - 10 wherein the controller generates a special interval for stopping a progress of the game in a special mode, and
 - wherein the controller generates a dummy interval in a normal mode during the game.
 - 15 2. The gaming system according to Claim 1, wherein the controller determines whether to generate the dummy interval.
 3. The gaming system according to Claim 1, wherein the controller determines whether to generate the dummy interval based on an operation
 - 20 by at least one of the plurality of the players.
 4. The gaming system according to Claim 1, wherein the controller determines a length of the dummy interval.
 - 25 5. The gaming system according to Claim 4, wherein the controller determines the length of the dummy interval based on an operation by at least one of the plurality of the players.

6. The gaming system according to Claim 1, wherein the game is a mah-jong game.

5 7. A gaming system for providing a game to a plurality of players, the gaming system comprising:

special interval means for generating a special interval for stopping a progress of the game in a special mode,

10 dummy interval means for generating a dummy interval in a normal mode during the game.

8. The gaming system according to Claim 7, comprising:

a plurality of terminals operable by the plurality of players; and

15 a gaming server capable of communicating with the plurality of the terminals,

wherein the gaming server provides the game to the plurality of the players via each of the plurality of the terminals.

9. The gaming system according to Claim 7, wherein each of the 20 plurality of the terminals is connected to the gaming server via a communications network.